

SEGA™

# Sherlock Holmes

CONSULTING DETECTIVE VOL. II



SEGA

WELCOME TO THE NEXT LEVEL

INSTRUCTION MANUAL



## WARNINGS

### Read Before Using Your Sega Video Game System

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

#### SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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### *Contents of this Report*

A Missive from Watson .....	2
Getting Started .....	3
Holmes' Table of Contents .....	4
Using the Video Buttons .....	5
Case Log .....	6
People & Places .....	7
Tools of the Trade .....	8
Scoring and Trial .....	12
Case Notes .....	13
Game Saving and Loading .....	16
Handling Your Compact Disc .....	16

*Gameplay Hotline*

**1-415-591-PLAY**



*A Missive  
from  
Watson*

*My Dear Friend,*

*This second volume of cases presents the opportunity for you to increasingly reinforce and refine your powers of discrimination and deductive reasoning.*

*Whether the realm of criminal transgression be that of political unrest, cultural advancement, or the intrigue of international affairs, bear in mind that despite differences in means, method of operation, or milieu of events surrounding a case, each investigation requires unerring logic as well as strict adherence to the facts.*

*While you conduct your study in detection, you have available the assistance of both Holmes and myself for the retracing of evidence for a case. However, you determine the route of exploration and the line of questioning.*

*Your task is to glean the most information from the least number of resources; then, to present your case in court once you have gathered enough evidence. Collect each of the key facts and answer all of the judge's questions correctly, and you will be presented with the option of learning Holmes' solution to the case.*

*And now, as you pursue this adventure in sleuthing, I bid you the best of wishes in your endeavours.*

*I am your most humble servant,*

*Dr. John H. Watson  
221B Baker Street  
London*

*Getting  
Started*

To assist you in your investigations, I am enclosing what is called a CD, or compact disc — an amazing little device that effectively store-houses large amounts of information onto a small silver platter.

On this disc, you are provided with recordings of Holmes' and my introductions to the cases. In addition, you have access to all of the resources we had at our disposal during the time of our original inquiries.

In the following steps, I've listed for you the brief instructions you need to make use of the enclosed CD:

1. Set up your Sega CD and Genesis™ systems and plug in control pad 1. Turn on your TV or monitor, and then turn on the Genesis.
2. Place *Sherlock Holmes* CD A into the disc tray, label side up. Close the tray.
3. If the Sega CD logo is on screen, press **Start** to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, then press **Button A, B** or **C**. The Sega screen will appear, followed by the Title screen.
4. Press **Start** to begin.
5. When prompted, insert *Sherlock Holmes* CD B into the disc tray to continue your investigations.

**P.S.** If the CD is already in the machine when you turn it on, the game will begin automatically after a few moments.



## *Holmes' Table of Contents*

Begin your investigations at the Table of Contents. To make use of any item, move Holmes' pipe stem to the relevant box on the left and press **Button A**.

### **The Instructions**

This item takes you to a list of Holmes' and my tools of the trade. To hear information about any tool, move Holmes' pipe stem over it and press **Button A**. You may also turn to pages 8 to 11 of this report for my rendition of each tool's benefit and use.

### **Holmes' Introduction**

Holmes speaks on the subject of detecting and detection methods. For instructions on controlling this cinema-like scene, please see page 5. From this scene you may go on to the People & Places screen, from which you can obtain brief information about important persons and locales. To hear each profile, move Holmes' pipe stem to your choice and press **Button A**.

### **The Cases**

Three of Holmes' most puzzling adventures are offered for your examination and solution. Choose any one to begin your investigations. For instructions on controlling the cinema-like scenes in each case, please see page 5.

### **Load and Save**

If you must discontinue a case, you may preserve your inquiries, and resume them at a later date. Please refer to page 16 for details.

## *Using the Video Buttons*

Cinema-like scenes occur throughout your investigations, while you are traveling, and during Holmes' Introduction. Use the video buttons at the bottom of the screen to control these scenes. Move Holmes' pipe stem to the button you want and press **Button A**.

### **Top Row Buttons**

- ✓ **Start Over:** The first button on the left starts the scene from the beginning.
- ✓ **Play:** The second button from the left resumes a scene after pausing, rewinding or fast forwarding.
- ✓ **Pause:** The second button from the right pauses the scene; select the button again to resume playback.
- ✓ **Exit:** During a case, the button to the far right takes you to the Map of London, from which you can choose one of our tools of the trade. During Holmes' Introduction, this button takes you to the People & Places screen.

### **Second Row Buttons**

- ✓ **Rewind:** The button on the left speeds backward through the scene.
- ✓ **Fast Forward:** The button on the right speeds forward through the scene.

**The Two Lions**  
**17 August, 1888**

It seemed a play on words: lions and Lyons. But the deaths of these two were definitely no game. What was the motive behind their killings? Were the murders simply routine? Or, were they a symbolic act of retaliation against British rule?

**The Pilfered Paintings**  
**22 January, 1891**

*Summer Solstice* and the *Blue Unicorn*. Rarities in artistic expression — recently discovered, but more recently, stolen. Who could have taken the paintings? Was it for profit, position, or just a passion for art?

**The Murdered Munitions Magnate**  
**20 March, 1888**

He was a man with entrepreneurial skill, elite clientele, and an eye for the ladies. But someone had an eye out for him, and now he's dead. But why? Was it for money, munitions, or remuneration for marital faith betrayed?

**Henry Ellis**, as Foreign News Editor of *The Times*, has a vast knowledge of international affairs and criminal activities.

**Edward Hall**, a most astute barrister, sets himself apart through his creative handling of legal matters.

**Quentin Hogg's** practiced deductive mind and experience as a crime reporter for *The Police Gazette* are a recommended asset.

**Sir Jasper Meek**, Chief Medical Examiner, affords keen observational skills and technical advisement that should not go unnoticed.

**H.R. Murray's** expertise as Head Chemist provides valuable connections between physical evidence and the criminal event.

**Disraeli O'Brian**, head clerk of the Office of Records, is a virtual encyclopedia of state papers and legal records.

**Langdale Pike**, gossip columnist, is a colorful character who renders full-toned descriptions of the noteworthy of London.

**Porky Shinwell**, proprietor of *The Raven* and *The Rat*, caters to patrons whose ears are tuned to the dealings of the underworld.

The **London Library** possesses a remarkable collection of reference works that may prove useful in your investigations.

At **Scotland Yard**, Inspector Lestrade is useful for his acquisition of inaccessible information.

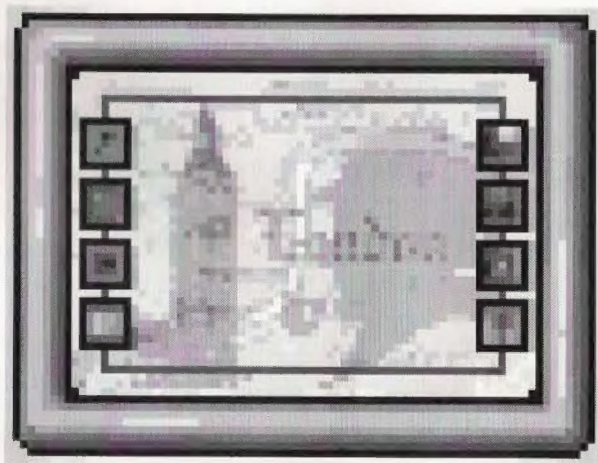
**Somerset House** holds a sizable assemblage of files on births, deaths and marriages, as well as testaments and wills.



## Tools of the Trade

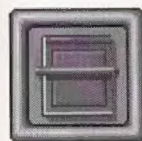
Available to you are a number of resources, described in this section and represented on the game screen by small pictures called *icons*.

To requisition a tool, first select the Exit video button during any video scene. When the Map of London appears, move Holmes' pipe so that its stem points to the icon you want. Then press **Button A**.



### Holmes' Book

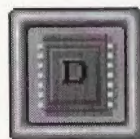
Choose this icon to return to the Table of Contents. If you happen to see this book lying on a table or mantle, selecting it then also returns you to the Table of Contents.



### Notebook

Copy the names of people and places you want to investigate into this handy reminder. To select an item, move Holmes' pipe stem to it and press **Button A**.

- ✓ To choose a person or place in the Notebook, select the name. Then select the icon for Travel, Holmes' Files or the Baker Street Irregulars to learn about that person or place.
- ✓ To page through the Notebook, select its lower-right corner.
- ✓ To copy a name into the Notebook, choose an entry from the Directory (see page 9), then select the Notebook icon. If the entry is already in the Notebook, it will be accessed automatically.
- ✓ To close the Notebook, select its lower-left corner, or choose another tool.



### Directory

Look in this reference for the people and places of Holmes' London. Or, place your selection in the Notebook for future reference. To select an item, move Holmes' pipe stem to it and press **Button A**.

- ✓ To choose a name in the Directory, select the tab with the first letter of the person's last name, or select the name of your choice. Then select the icon for Travel, Holmes' Files or the Baker Street Irregulars to learn about that person or place.
- ✓ To page *forward* through the Directory, select the tab at its lower-right edge. To page *backward*, select the tab at its lower-left edge.
- ✓ To close the Directory, select the gold bar at the top, or choose another tool.





## Newspaper

Scan *The Times* of London for start-up clues of the case. To select an item, move Holmes' pipe stem to it and press **Button A**.

- ✓ Choose the Newspaper icon to see a dated index of relevant issues. Select the box to the right of any date to see the actual issue.
- ✓ To turn the pages of an issue, select its upper-right corner.
- ✓ To read an article, first select it from the issue. Then press **Button A** again to enlarge it. Select any one of the four large lenses at the bottom of the article to magnify its sections.
- ✓ To close an article, select the small lens at the lower left.
- ✓ To close an issue, select its upper-left corner.
- ✓ To close the Newspaper list, select the box in the lower-left corner, or choose another tool.
- ✓ Use the printed issues of *The Times* to locate articles in hard copy. Select the issue of your choice and flip through it until you find the article you need.



## Horse & Carriage

Hop in your horse and carriage to view actual cinema-quality interviews with witnesses, suspects and other leads. Use the video buttons as described on page 5 to control the scenes. Please remember that the Travel icon becomes available only after you choose a name from the Notebook or Directory.



## Holmes' Files

Pull up background information and notes of interest. You may review a file on almost every name listed in the London Directory. Please remember that the icon for Holmes' Files becomes available only after you choose a name from the Notebook or Directory.



## Baker Street Irregulars

Gather inside information on the people and places of London from Sherlock's special group of street watchers. Please remember that the Baker Street Irregulars icon becomes available only after you choose a name from the Notebook or Directory.

## Scoring and Trial

As an aspiring detective, you must cultivate three qualities: 1) the power of observation, 2) the power of deduction, and 3) a broad base of precise knowledge.

To test your skills of detection, you will be given an undisclosed number of points for each new clue you uncover. The fewer resources you use, the lower your score will be. Your objective is to gain the most information from the least number of resources.



When you think you've solved the case, select the Trial icon. If you have not collected all the critical clues, you will find yourself back at the Map to continue your investigation. But once you enter the Courtroom, listen carefully to the Judge's questions.

- ✓ To answer a question that requires the name of a person or place, open the Directory or the Notebook and select the name of your choice.
- ✓ To answer a multiple choice question, select your response.
- ✓ To answer before the Judge completes a question, select the Map icon and press **Button A** to skip to the answer menu.
- ✓ To leave the courtroom, press **Start**. You can continue your investigation and return when you have more clues.

If you answer each question correctly, you can match your score against the master sleuth's. Then, you may choose to view a cinema of Holmes' strategy and solution to the case.

## Case Notes

### The Two Lions



This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.



*Game  
Saving  
and  
Loading*

You may be called away during the course of your investigations. At such times, you have the option of filing your case progress and score, and reopening them at a later time.

- ✓ To save a game, make sure that your Sega CD's Internal RAM has been formatted. (This is explained in your Sega CD manual.) Then, go to the Table of Contents Menu and select the game you want to Save. A message will appear automatically telling you that your game is being saved.
- ✓ To load a saved game, select Load from the Table of Contents, and then choose the game you want to resume. If you reset and select a case from the Table of Contents, the system will automatically load the last game you played.

*Handling  
Your  
Compact  
Disc*

- ✓ The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- ✓ Avoid bending the compact disc. Do not touch, smudge or scratch its surface.
- ✓ Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- ✓ Always store the compact disc in its protective case for safekeeping.

## LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive U.S. warranty service, call the Sega Consumer Service Department at:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

**1-800-872-7342**

**DO NOT RETURN YOUR SEGA-CD COMPACT DISC TO YOUR RETAIL SELLER.** Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to us. The cost of returning the compact disc shall be paid by the purchaser.

### Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., or its suppliers be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. **The provisions of this limited warranty are valid in the United States and Canada only.** Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state. Except as specifically set forth herein, there are no warranties on the Sega CD compact disc or Sherlock Holmes, Consulting Detective, express or implied.



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- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

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- 1. HOW TO ENTER:** Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.
- 2. JUDGING:** There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.
- 3. NOTIFICATION:** Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.
- 4. PRIZES:** There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value \$1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.
- 5. ELIGIBILITY:** Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.
- 6. WINNERS LIST:** For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.
- 7. OFFICIAL SWEEPSTAKES RULES:** Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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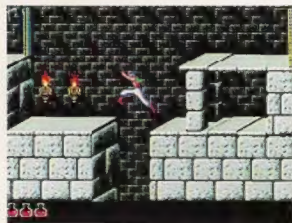
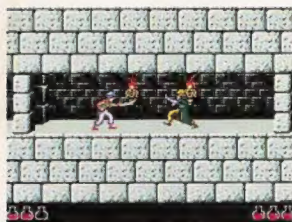
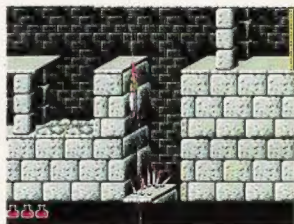
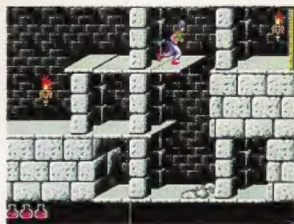


# PRINCE of PERSIA™

## PRINCE OF PERSIA ON SEGA CD!

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Hundreds of movie clips were used to create animations so human they must be seen to be believed.

Quick responsive controls, and a plot filled with intrigue and surprising twists.

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